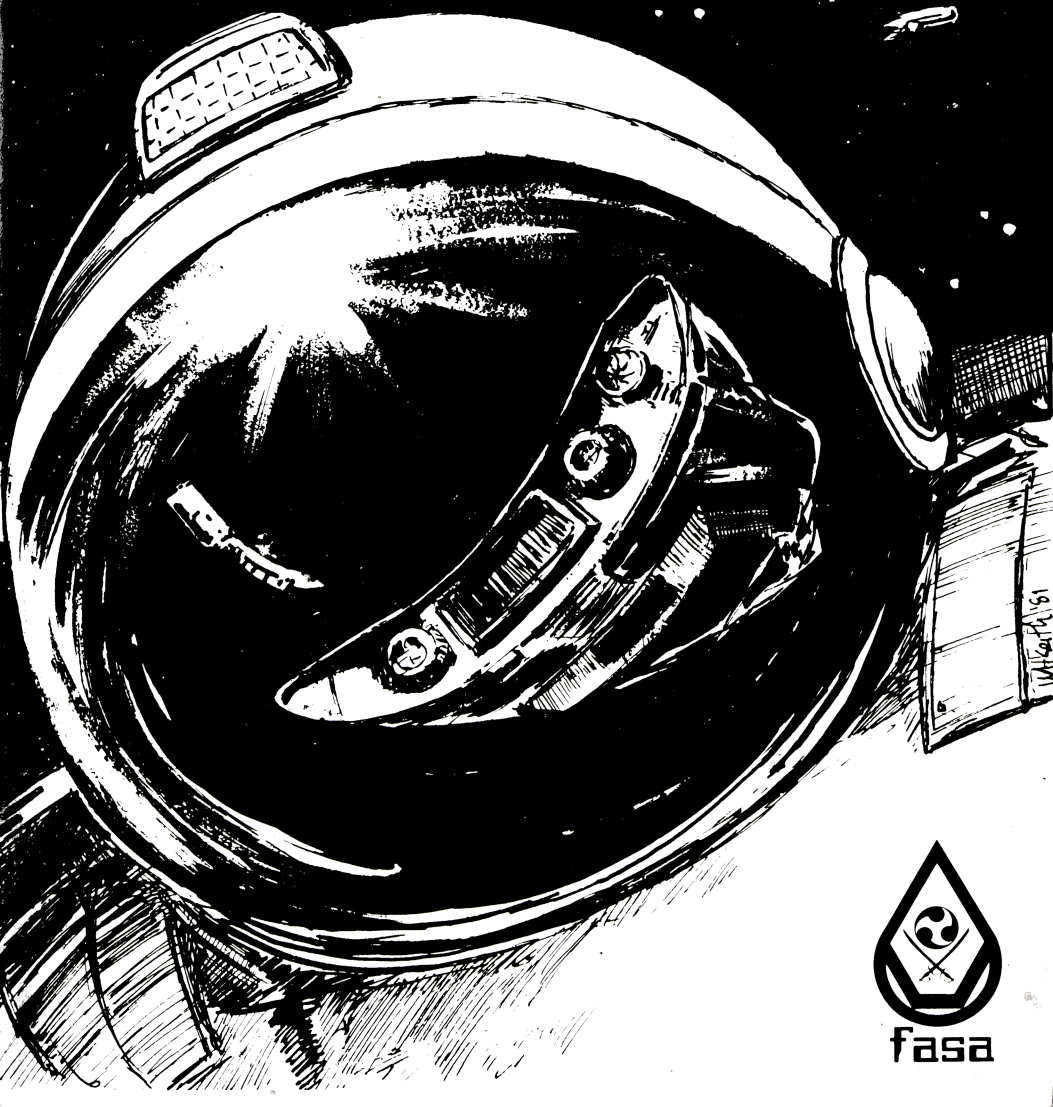
# HIGH PASSAGE

No. 3 $4.50

## A Ticket To Traveller Adventure

*Approved For Use with Traveller*



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# HIGH PASSAGE

## A Ticket To Traveller Adventure

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The cover depicts the adventurers exploring the EDGE.

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**HIGH PASSAGE** is published quarterly by the HIGH PASSAGE GROUP and FASA.

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# The Edge

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# FEATURE ADVENTURE

# Briefing: From The Editors

As the Editors did not write a briefing for this issue, this space temporarily becomes a Briefing from the Publishers. We would like to mention just a few points. 1) We are now seeking submissions to High Passage. All work should be type written and double spaced. If the article is to be returned send a self addressed stamped envelope. 2) Reprinted below and later in this issue is important information about the placement of subsectors within the Old Expanses. This information originally appeared in Issue One which many of you have not seen. We hope this is useful to players and referees alike.

COREWARD

SPINWARD

| | | | |
|---|---|---|---|
| DETHENES | QUINOID | AHRHI | RUSCO |
| SRYS | JAYNA | TWENTY-ONE WORLDS | ILE |
| THOEZENNT | SHENK | KARSE | VENDTUP |
| NICOSIA | SARID | SO SKIRE | BASCOJ |

TRAILING

RIMWARD

## INTRODUCTION

This adventure deals with an unexplored region of space in which starships have been vanishing for over a thousand years. It should be refereed by someone who is familiar with it and basic Traveller (Books 1, 2, and 3, second edition preferable). Other Traveller materials such as Mercenary (Book 4), High Guard (Book 5), Traders and Gunboats (Supplement 7), and Fighting Ships (Supplement 9), Snapshot and Azhanti High Lightning may also be used to enhance this adventure. Some items in the above materials are referred to, but can be substituted with materials made by the referee or items listed in basic Traveller.

## CHARACTERS

This adventure is designed to be played by at least two characters and no more than eight. Because of the nature of some parts of this adventure, past histories and/or experiences of characters will be more important than in most other adventures. Characters from an ongoing campaign will be ideal for The Edge.

1 Ex-scout B89779 Age 39 5 term Cr5,000
Jack of all trades-3, Pilot-1, Mechanical-1, Gunnery-1

More of the peaceful, easy-going type, Calman Bennit tends to ask questions first and shoot later. Because of this, he frequently feels taken advantage of. While in the Imperial Interstellar Scout Service, he served in the Imperial Courier Service, and as such visited a large part of The Old Expanses. He worked aboard the Burkshire for over a year.

2. Ex-navy Lieutenant 48A647 Age 25 1 term Cr 5,000
Forward Observer-1, Cutlass-1, Gunnery-1, Jack-of-all-trades-1

Initially assigned to the interdiction force at Acrolund/Rusco, Terry Lanst was discharged from the Imperial Navy when the interdiction was turned over to automated interdiction satellites. Being both commissioned and promoted in his first term, Lanst feels somewhat cheated out of a career.

3 Ex-navy Starman 54AB48 Age 28 2 terms Cr10,000
Engineering-1, Gunnery-1, Jack-of-all-trades-1

Kyrk Ryan was the sole survivor of an attack on the 400 ton Fleet Courier Informant, which was attacked and destroyed by pirates in the Sarid subsector. Although Ryan was decorated by the Imperial Navy for his actions during the disaster, he himself feels he did not act fast enough to save the life of Commadore Nesson, who was on board the Informant at the time. Ryan spent two years aboard the Burkshire.

4 Ex-merchant 3rd Officer A8756C Age 32 3 terms Cr10,000
Steward-1, Shotgun-1, Navigation-1, Streetwise-1, Medical-1, Gunnery-1

A noble somewhat out of place, Doug Walshon once hoped to get command of his own merchant ship. While in the service, he served on vessels mostly involved with tasks for other nobles. Walshon signed on the Burkshire because of his interest in starships.

5 Ex-scout 945BA5 Age 27 2 terms Cr10,000
Gunnery-1, Computer-1, Pilot-1, Electronic-1

Melissa Hallory interests include alien societies and cultures. While in the Imperial Interstellar Scout Service Contact and Liason Branch, she visited several low technology worlds, among them the nuclear war devistated Acrolund in the Rusco subsector. Hallory had only served aboard the Burkshire for about two months before it arrived at Torrel.

6 Ex-merchant 3rd Officer 628587 Age 35 4 terms Cr 6,000
Jack-of-all-trades-2, Streetwise-1, Mechanical-1, Electronic-1

Prentis Wier likes to keep moving, never staying in one place for over a year or two. While in the Merchant service, he managed to see a large part of The Old Expanses. Prentis is somewhat greatful for the opportunity to leave the Burkshire and move on.

7 Ex-merchant 4th Officer 739958 Age 40 5 terms Cr17,000
Gennery-2, Gambling-1, Streetwise-1, Mechanical-1, Electronic-1

Bernie Klinger spent several years aboard Star Class Armored Merchants while in the service. He knows them inside and out. On several occasions, his ship was on a smuggling run, and once had a run-in with Imperial patrol ships of the Gazelle class.

8 Ex-army Colonel 9C8478 Age 36 4 terms Cr17,000
Rifle-1, Submachinegun-1, Tactics-1

Colonel Chuck Hans, after being discharged from the army, was hired as a security officer aboard the Burkshire. Hans left the army somewhat disappointed, never seeing any action except for some minor activity along the Imperial border in the Bascoj subsector.

## SITUATION

Until two weeks ago, the group was part of the crew of the merchant ship Burkshire, which was over 110 years old and no longer economical to maintain. Upon arrival at Torrel, the owner/captain decided to scrap the vessel, leaving the crew without a job.

Unemployment at Torrel is rather high, and the group's efforts to find a job have been fruitless. One company, however, has agreed to see the group. An appointment with the president of Halden Minerals, Launce Duncan, was made, and the group is now on their way to that appointment.

## THE MISSION

Launce Duncan will outline the history of The Edge (Referee's Note: show the players the library data entry and the report from the Burnstone) and explains that Halden Minerals has solved the mystery of The Edge and intends to send in another ship to perform a survey and examine the possibility of salvaging vessels which have vanished in the area over the years.

The reason for the disappearances, Duncan explains, is fuel contamination. Reports from scientists who analzed soil and water samples indicate that the contamination cannot be romoved by normal methods, and ship's engines will not function at all if this contaminatied fuel is pumped through the vessel's fuel lines. Duncan says that the ship the players will be using if they agree to the mission will have a special purification plant which will enable them to take on fuel and use it without any problems. (Referee's Note: This is completely false. Duncan is using this explanation to make the mission seem more practical, and is protecting Haldden Minerals in the event the players attempt to sell the information to one of Halden Mineral's compeditors.) The only other item of interest, Duncan says, that is not listed in the report, is the discovery of a small, spherical object in one of the soil samples. Research teams are investigating the object but have not presented any reports yet. If the group is interested in the mission, Duncan will specify their objectives:

1. Examine, if possible, an intact spacecraft lost at the site and determine the

ship's salvageability.
2. To perform a complete survey of the planet known to be in the system, paying special attention to obtaining data on mineral deposits and other natural resources.
3. To report back to Halden Minerals at Torrel no more than 25 days after leaving.

Halden Minerals will provide the group with a Star class vessel, the Pulsar, for the journey. The Pulsar has been modified with extensive scanners for planetary surveys. Duncan carefully explains that the ship's computer has been programmed to make two jumps. The courses of both (from Torrel to The Edge and back) are locked into the computer on a tamper-removal program with the ship's drive system. If attempts are made to steal the ship by altering the course tapes, the drives will not function until repaired by Halden Minerals personnel.

As payment, Halden Minerals will award the group with 10% of the salvage value of all spacecraft recovered from The Edge by Halden Minerals. If the group agrees to the terms, Duncan will give the group more information on the Pulsar, stating that it will take a couple of days to ready the ship. The group is free to spend that time as they please.

## REPORT SUMMARY-AM BURNSTONE

Senosr scan tapes from the Burnstone show the following readings. Planets: One. UPP: X 768000 0. No evidence of intelligent life. No evidence of previous inhabitants. Abundant plant and animal life. Some mineral deposits noted. Soil and water samples presently being studied by geology section. Results are not available at this time.

The data given above was provided by a jump torpedo from the Brunstone. The torpedo was launched from the Burnstone by the Burnstone's limited AI computer. Additional data from the tapes indicates that the entire crew was killed when the engineer damaged the life support system. Further information will be presented as it becomes available.

## GATHERING INFORMATION

If the players decide to return to Halden before departing for The Edge, little more information will be obtainable. There has been no further contact with the Burnstone, and no further information gathered from studying the soil or water samples. The spore is still being studied. Information regarding The Edge in libraries, archives, etc., will reveal little besides the library data entry. All that can be gained from other information is a list of ships which were lost at The Edge. Included in the list is an Azhanti High Lighting class cruiser, two Donosev class survey scouts, and five Gazelle class close escorts. The referee must decide whether the ships listed are actually there.

For gathering information from the local population, use the table and listing below.

# WATCH OUT BEHIND ENEMY LINES

RUMORS

| | RUMORS | | | | | |
|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | A | B | C | D | E | F |
| 2 | G | U | U | W | W | H |
| 3 | I | U | Y | Y | W | J |
| 4 | K | X | Z | Z | V | L |
| 5 | M | X | X | V | V | N |
| 6 | O | P | Q | R | S | T |

A. A man who claims he's seen JSB reports regarding The Edge says that even the JSB has no idea what the cause might be.

B. A shabily-clothed, long-haired individual insists the Hive Federation is responsible for the disappearances and is using the planet located at The Edge for an invasion base.

C. A local ENS Reporter says that there have been reports of a corporation on Torrel which is actually a front for a Psionics Institute.

D. A Merchant 2nd Officer says he's heard reports of Centaur involvement at The Edge.

F. This man, an employee of the local starport, says he has heard that the ISCV King Richard was recently lost at The Edge. He says that he has no idea why the vessel would be in that area.

G. A representitive of Micronic Industries, a subsector-wide electronics firm says that his company has been contracted by Halden Minerals to manufacture a new computer which would be able to run a starship without a human crew. Aside from the technological problems, the man says that Halden Minerals' bad financial condition is the only thing holding up the project.

H. A crewman from the Bard Enterprise, which is currently visiting Torrel for refitting some of it's equipment and crew, says that the ship is en route to join the task force assigned to attack Pirate's Haven and break up orginized pirate operations there.

I. A worker at the local starport space traffic control center says that the most unusual event of the day occurred when over 50 Manta fighters took off to rendezvous with the naval transport Selmall to be transported out-system. The controller says this was odd because the Selmall is streamlined and capable of taking the Mantas aboard while on the surface of Torrel, which would have been much easier.

J. A news tape from an ENS interview with Launce Duncan is seen, in which he denies that a message has come back from Halden Minerals' latest Edge Expedition.

K. This person laughs, insisting that The Edge is nothing more than an Imperium-hyped legend.

L. This person suggests that The Edge somehow causes ships jump drives to malfunction, thus trapping the vessels there.

M. A man from Starkraft Designs, Inc., is getting quite drunk. He is depressed because he has spent over three years developing the Manta fighter for the Imperium, which is now cutting back it's order of over 10,000 to a mere 700 because of the fighter's unusual configuration, which will now allow it to be fitted in most launch tubes.

N. Several worlds in the Lavansa Star Dominion have applied for membership in the Imperim.

O. This person, who claims to be knowledgeable about economics, says that Halden Minerals is in bad shape financially, and is having problems with the Imperial government over such things as land grants and salvage rights.

P. A scout says he's heard reports of a major Solomani base built just outside the Imperial border, possibly near The Edge.

Q. A crewman from the Light Cruiser Tara says that Naval Intelligence is investigating the possibility that there is some sort of pirate operation at The Edge, similar to Pirate's Haven.
R. A man employed at the Torrel Starship Scrapyard has learned that the Burkshire will not be scrapped after all. A local freight line has purchased the ship and is having it refurbished.
S. This man believes an undiscovered major race is responsible for the Edge. He believes they are highly xenophobic and would avoid contact at any cost.
T. The Edge is the work of surviving ancient colony.
U. The Edge is some type of phenomenon which drives starship crewmen insane.
V. It looks like a civil war will be breaking out soon on Sanjka/ Bascoj.
W. The Solomani know the secret of The Edge. They once had a base there during their Ramshackle Empire.
X. The Edge is the result of some sort of research station established during the First Imperium.
Y. The Imperium is quite concerned about The Edge and has sent many unmanned probes into the area, none of which has returned.
Z. The Imperium knows what is at The Edge, and has known for some time. Because The Edge presents no threat to anyone outside the area, the Imperium has not committed any resources to the region.

## ARRIVAL AT THE EDGE

There will be no problems jumping in-system. Scanners will reveal the class G star and a single planet orbiting it. Also detectable at this range are several dozen metallic contacts, which are grouped around the planet. Most others are scattered throughout the system. No signals can be detected from the planet or any of the contacts. Further detail from this range is impossible.

Closing to standard scanner range (300,000 km) will provide more information. Planetary stats will match those given earlier (X 769 000 0). At least two contacts will be picked up orbiting the planet (the referee should use more if he has more starship information and/or deck plans available.). One will be the Burnstone, which is an armored merchant identical to the Pulsar. The other will be a close escort of the Gazelle Class, the Steed. Players may also wish to explore other contacts as well. These will turn out to be starships, intact, their crews dead from killing each other or causing the ship to malfunction. These ships will be operable if refueled.

## THE BURNSTONE

The Burnstone is owned by Halden Minerals, which modified the ship for it's last mission. The modifications included a limited artificial intelligence computer and a message torpedeo equipped with jump drive. Both these items filled the vessel's 70 ton cargo bay. The drone is now missing, it was sent back to Torrel. The ship has run out of fuel, and the computer has shut down.

If the adventurers wish to investigate the interior of the Burnstone (they should), use the deck plans in this issue's Starship Files. The entire ship is depressurized. There were three crewmen aboard. Two are on the bridge, and show signs of death by vacuum.

The third crewman, located in the engine room, also shows signs of death by vacuum. He is seated at the control console, his hands still resting on the life support controls. A safety panel is laying open, and a red switch

labeled"Emer Decom" is in the activated position.

The cargo section is filled mostly by the computer and space for the torpedo . Careful examination, however, will reveal a small cage which contains a dead adult Tarlant. Beside the cage are several bagged and labeled soil samples.

## THE PLANET

In addition to terrain types, the computer will mark areas which show high mining potential. According to the terms of their contract with Halden Minerals, the group should bring back soil samples from these areas.

The marked areas represent regions in which the computer predicts are probable to contain resources worth mining.

Referee's Note: Select one marked area and place a wrecked Type S Scout in the hex. The Scout should be quite old, it's crew dead, and the ship unusable. If examined, the ship's single turret missle rack is empty.

## ILLUSIONS

When the players leave the safety of the psionic shield on board the Pulsar, there is the possibility (2D 7+) per half hour of an illusion occurring. If an illusion does not occur, the intensifying of emotions brought on by immature Tarlants will. See the Referee's Notes for more information on the Tarlants.

If an illusion occurs, anyone wearing a psionic shield or naturally shielded will not be affected, but those who are shielded will still be subject to the acts of others who are.

When administering an illusion, treat it as though it were real. Disbelieving an illusion will have no effect. It isn't possible to totally disbelieve something that appears very real, and even the slightest hint of belief will be enough to maintain the illusion. At the end of an illusion ( 2 minutes after it begins) have it simply vanish.

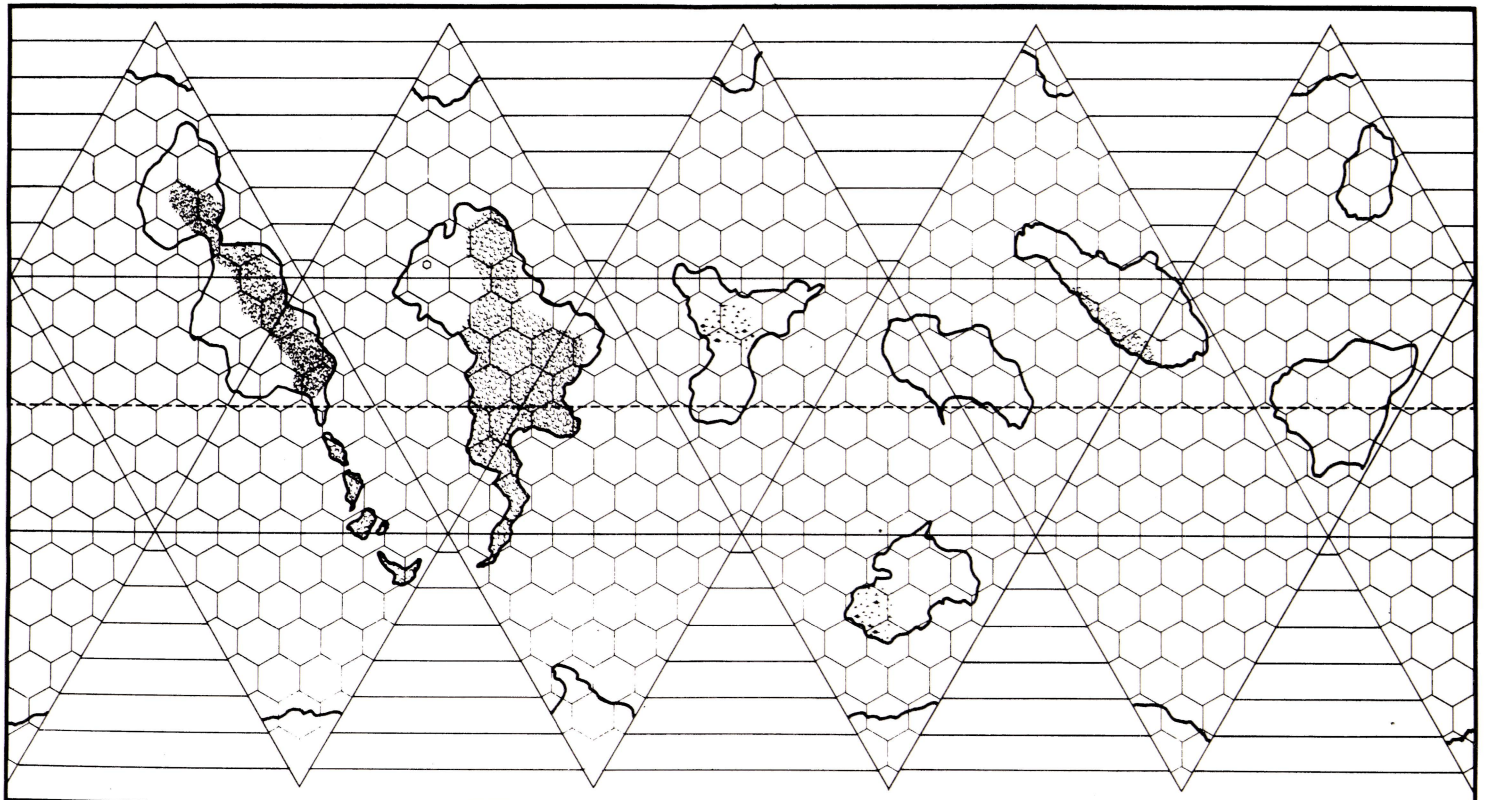
Illusions are basically what is in the back of a character's mind brought to life. If the characters in this adventure are part of an ongoing campaignit is suggested that the referee change the illusions here to suit the characters playing the adventure. Examples of illusions include flashbacks to previous adventures, events in the character's life, etc.

It is also suggested that persons in illusions which are attacked actually be other player characters disguised by the illusion. Charcters actually wounded by another character will suffer normal damage. Characters 'killed' by an illusion will suffer a serious wound (two characteristics reduced to zero) from the psychic shock of being 'killed'.

Listed here are illusions for the pre-generated characters for the adventure.

Character 1

An old friend of Calman's, whom Calman believes took advantage of him, suddenly appears. He calls Calman's name and begins to walk toward him, his arms outstretched in apparent friendship. Suddenly, an auto pistol appears in his hand, and he begins shooting at Calman. UPP: 699263.



THE EDGE – PLANETARY MAP

## THE EDGE – PLANETARY MAP

## LEGEND

Mountains

Scale = 195 Km per Hex

Swamp


# Mercenarys

## *For Hire*

Mercenarys and fully equippped troops are ready for permenant duty in your armies. Troops to outfit an army of Imperials, Aslan, Vargr, Kikree, or the Zhodani are available at hobby or game stores. These troops or mercenarys may be hired for the low price of $2.95 (Terran U.S. Dollars) per pack of 12 men. If the packs are not available in your sector, contact the service listed below for information on how you can aquire your armies. Be sure and send $0.50 for the complete listing.

**Mercenary Services**
**Martian Metals**
**Boks 778**
**Cedar Park, TX, 78613**

Character 2

Commander Lee Adro, who was a key person for Lanst's commission, promotion, and later, his discharge, appears and begins to taunt him. Lanst should feel very hostile towards Adro, perhaps to the point of attacking him.

Two scouts walk up to Lanst. Between the two is a robot of him. One of the scouts explains to Lanst that he is now obsolete like the interdiction force at Arcolund. Like he was being dicharged from the scouts for being replaced with a machine, he is now to be discharged from life to be replaced by a machine. One of the scouts raises a weapon and will shoot Lanst.

Character 3

A man wearing full Imperial Navy dress uniform appears and calls to Ryan. The man claims to be an admiral is about to present Ryan with the Starburst for Extreme Heroism for his actions aboard the fleet courier Informant. As he is about to go hand the award to Ryan, Commadore Ressen appears, gasping as if there were no air. He gasps out that Ryan was responsible for his death, and does not deserve the award. At this point, Ressen falls to the ground, dead. The admiral will start laughing at Ryan, and continues to do so until the illusion ends.

Four unarmed men, recgnizable to Ryan as pirates, appear and explain to him that they are responsible for the attack on the Informant. They challange Ryan to a fight.

Character 4

The Count of Drakenwald appears and gives Walshon what he always wanted: his own ship. A type R Subsidized Merchant appears in the distance. If attempts are made to approach it, it fades.

Seven nobles appear, and begin to order Walshon around. He should become rather angry about this.

Character 5

Two persons appear, wearing TL 4 clothes and gear. Melissa will recognize them as natives of Wrangell, an interdicted world in the So Skire subsector which she visited while in the service. They are armed with percussion rifles (see Book 1, second edition) and will open fire.

The group finds themselves in a devistated city which Melissa recognizes as a city on Acroulund, a planet in the Rusco subsector almost destroyed by a nuclear war. If the group attempts to leave the city, they can never get clear of it; it seems to stretch into infinity.

Character 6

A woman appears. She claims to be Wier's ex-wife, whom he left behind in his intersellar wanderings. She is fiercely angry with Wier, and will attempt to fight him. UPP: 596799.

A man who claims to be an aquaintence of Wier's appears. Weir recognizes him as a man whom he owed some money as a result of gambling. The man says he wants his money. If Wier refuses, the man will draw an auto pistol and open fire on him.

Character 7

Two men wearing uniforms of the Imperial Navy appear, armed with submachineguns. Both walk up to Klinger and identify themselves as part of the crew of the close escort Mustang. They have been looking for him since

the ship Klinger was in attacked their ship and killed the captain. They are here to avenge their captain and will fire on Klinger.

A Star class armored merchant appears before the group. If boarded, the interior will be completely different than the standard deck layout. This will be most disturbing to Klinger, who knows the ship class well.

Character 8

A man wearing an army uniform approaches Hans, claiming to be a former friend of his. The man will begin bragging about his assignments, talking about how much action he saw. After bragging, the man will begin insulting Hans, saying that he never saw any action because he is such an idiot that the army was reluctant to station him anyplace where he might actually have to fight.

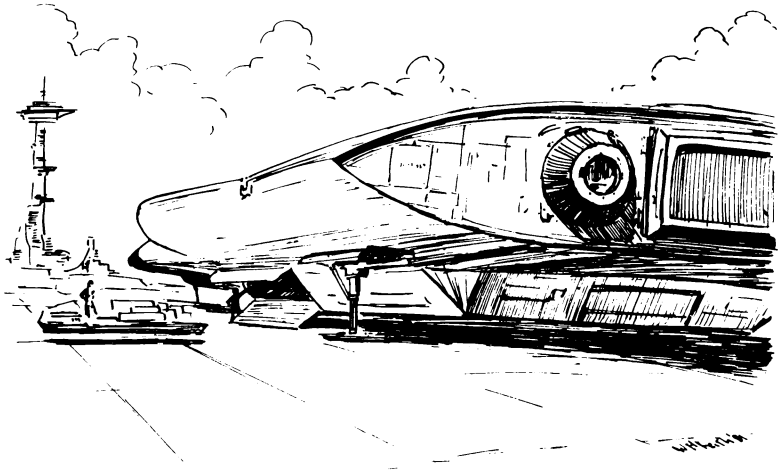
An army general appears. He begins speaking to Hans, saying that he is being transferred from the Bascoj subsector because he is a useless officer, and that subsector doesn't need useless officers.

## RETURN TO TORRELL

Unknown to the players, the transponder on the Pulsar is malfunctioning. According to standard procedure, (see the first part of the Port Authority Handbook, in this issue) the starport will hail them and request identification. With the transponder not working, the starport will question the ship's true identity and send out a squadron of Manta fighters to intercept the players' ship and escort it back to the planet.

If the players return in a vessel other than the Pulsar, the transponder signal will match the registry of their vessel, which will be listed as missing. In this case, the Manta fighters will be launched and escort the players to the planet as mentioned above.

Upon landing, the players will be met by two Halden Minerals personnel who will escort them to the Halden Minerals complex for debriefing. There they will meet with Launce Duncan, who will interview the group himself. He will become quite alarmed as the players describe the Tarlants.



If the players have not made the connection between what the Tarlants are and what was found in the jump torpedo , Duncan will.

Duncan will alert security and request that the group follow him over to the lab where the spore is under observation. On the way, Duncan will stop at a supply room and pick up psionic shield helmets for himself and the players. If questions are asked about the helmets, Duncan will shrug them off, and attempt to change the subject.

Upon rounding a corner near the lab, gunshots will ring out. Two of the scientists studying the Tarlant have been affected by it's psionic ability and are under the influence of an illusion. Both scientists are armed with auto pistols stolen from security and will shoot to kill.

| | | | |
|---|---|---|---|
| 1 Scientist | 875777 | Age 22 | 1 term |
| 2 Scientist | 4738A6 | Age 26 | 2 terms |

Three security personnel that Duncan called for will come running up at this point. All are carrying shotguns and are wearing auto pistols. Duncan will take one pistol for himself, then distribute the others to the most qualified persons in the group.

Launce Duncan 543694 Age 42 6 terms
Administration-5, Jack-of-all-trades-3, Brawling-1, Leader-1, Interrogation-1
1 Guard 547A76 Age 34 4 terms
Shotgun-1, Auto Pistol-1, Administration-1
2 Guard 687775 Age 22 1 term
Shotgun-1, Administration-1
3 Guard 649A59 Age 22 1 term
Auto Pistol-1

Talking to the scientists will have no effect, as they will not hear what is actually said. If anything, their interpretation of what was said will make them more hostile. As soon as one of the scientists is hurt or the illusion ends, both scientists will drop their weapons and not believe what they have been doing.

Duncan will demand that the Tarlant be destroyed as soon as possible. The scientists which were studying it will know of it's spores, and will be sure that they, too will be destroyed. If both scientists are killed or wounded in the gunfight, however, there will not be any knowledge of the spores, and it is possible that they might revive. Further activities are left up to the referee.

## THE OUTCOME

The Imperium was reluctant to give Halden Minerals salvage rights from the beginning. Even allowing one ship (such as a powerful warship that was lost at The Edge to fall into private hands is far too risky. Duncan was aware of this, but did not tell the group for fear that they would not ac cept the mission.

Accordingly, the only vessel the Imperium will let Halden Minerals salvage is the Burnstone. The group will be paid 14.4 million credits in compliance with their contract.

TARLANTS

Tarlants are a minor race in the 6 kg. class. Although they are not intelligent, they use a form of psionics for obtaining food, mobility and a defense mechinism.

Tarlants have a life span of about six months. The first stage of a Tarlant consists of a hard,grayish-brown spore, roughly 4 cm. in diameter and massing 200 grams. After two or three days to environmental conditions, the spore solftens and forms a pinkish-white ameboid. This softening process takes about six hours.

This immature Tarlant, like the adult form gains nutrients by moving on top of organic matter (usually small plants, but in some cases, small animals) and closing it's mouth, which is located on it's underside, around the object. The mouth leads directly to the Tarlant's stomach, where digestive juices immediately go to work.

It is in this immature form that the Tarlant gains it's initial psionic power. In a period of about two weeks the immature Tarlant grows in mass from 0.2 to 4 kilograms, after which they are considered to be full grown, adult Tarlants. After reaching the adult stage, the Tarlant begins to develop spores in it's body. These spores, usually three in number, are released when the adult Tarlant dies.

Also in this stage, the skin begins to harden, restricting mobility and requiring increased dependence on telekeinesis. Eventually, the skin becomes so hard that it prohibits all but telekeinetic movement. The final difference is the development of the illusion projecting ability (see below). The adult Tarlant is greyish-white in color and masses about 6 kilograms. The Tarlant remains in this form for about five months, after which time it's psionic strength declines rapidly at the rate of one point every couple of days. With no means of moving about, the Tarlant dies soon after it loses the power to move to gather food. Shortly after it dies, the spores are released, starting the cycle over.

Tarlants have a psionic strength equal to their mass in kilograms +1. Their activity level remains equal to psionic strength. Thus, a 4 kilogram Tarlant would have a psionic strength and activity level of 5.

Tarlants have abilities in basically two areas: telepathy and telekeinesis. Telekeinesis is only applied to levitiating themselves and should be treated one level higher on the ability table. When used on humans, the Tarlant's telepathic abilities produce an effect different from human normal. The abilities of telepathy and read surface thoughts act as amplifiers when used. Immature Tarlants simply send back basic emotions received For example, someone curious about a Tarlant will become even more interested, almost frantic about researching the animal. This is what happened at the lab at Halden Minerals.

Similarly, adult Tarlants can't read the thought they receive and send back a distorted reflection, which results in hallucination on humans and most types of animals. These reflections often trigger a memory or fear. When the memory or fear is thought about, the reflections make it appear to be real. This ability has formed an excellent defense mechinism against some of the Tarlants preditors.

THE EDGE

Because there is only one planet in the system, all ships must refuel there. Usually the crews would explore part of the world as well. When this was done. The crews would be exposed to the Tarlant psionics, and either be killed by wounds from the shock from 'dying' in an illusion or killed by a fellow crewman who was under the influence of an illusion.

Some crews wore psionic shield helmets or had natural shields. These people were killed by others under the effects of an illusion. Even those who did not leave their ships took sampies or brought spores aboard while refueling. The immature Tarlants that came out of the spores reinforced the crew's curiousity and caused them to stay and undertake more exploration. The crew was then exposed to the adult Tarlants when the ship landed.

Some ships were heading out to jump when their crews died. But the ship out-system. Others even returned to Torrel, but the curiosity they felt generated by an immature or mature Tarlant remained.

For those who have ventured in the swamps of Mirayn this creature holds no surprises, but for Travellers who have not? Find out in FASA's new adventure **Legend of the Sky Raiders.** $6.00 plus $1.00 postage and handling.

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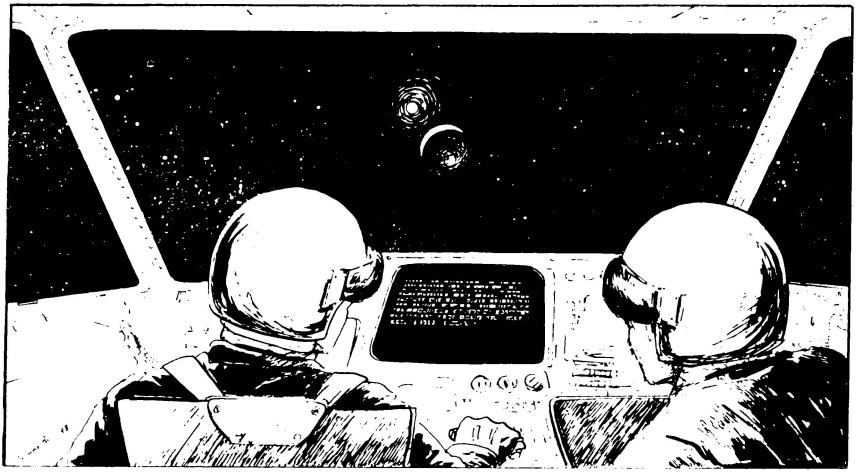
## ARRIVAL IN– SYSTEM

*Article XXXIV, Section 8*

*". . . ships and vessels arriving in any star system must, upon entering normal space, transmit, and continue to transmit, proper identification via transponder; further, these ships and vessels must forthwith establish direct contact with the nearest Starport Traffic Control Center. Communication with starport controllers will establish such special rules, regulations, and requirements as shall be deemed necessary by local authorities . . . "*

From The Port Authority Handbook
112th edition

Ships arriving in a star system must make sure that the local authorities are aware of their presence, intentions, and goodwill early on. Space is deep, and the actual chance of any ship being detected immediately after coming into normal space is quite small, but failure to go through the proper steps as outlined in the Port Authority Handbook can be hazardous. First, should the ship be detected, and no transponder identification or communication received, the locals are likely to take the new arrival to be a pirate or smuggler, and take appropriate action. Secondly, there are special concerns, problems unique to each system, and failure to make contact with the starport to discover what restrictions and hazards are present may result in violations of local law or unnecessary danger to the ship and crew.



# AUTHORITY HANDBOOK

All starships registered in the Imperium — and most ships operating in other regions as well — are equipped with a transponder which continually broadcasts a great deal of important information. The transponder is a small, sealed box, usually mounted in the starship's avionics section, measuring about one meter square. The minicomputer which is the heart of this transponder carries information, which is broadcast through a special communications channel in the unit, identifying the ship's name, planet of registry, size, registry number, and other basic characteristics. The material comprising the first block of High Guard statistics for a ship (up to and including crew size) is normally sent out, though data on weaponry is not.

Transponders are installed when a ship is first registered on a particular planet (which thereafter becomes the official "planet of origin" for that ship) by dockyard personnel. The sealed units are theoretically tamperproof, requiring special tools to open and a certain degree of knowledge to set up properly. Tools and trained personnel are generally found only at Class A and B, and some Class C, ports.

Certain captains and shipowners have been known to get around the security restrictions of their ship's transponders. There are several ways that this might be done. Yard crews can be bribed to make changes in the entered data during routine repairs or maintenance (just as they would normally do if basic equipment or ship's structure was being radically changed). A pitfall to this approach is the occasional yard worker who, amid other alterations, programs the computer to broadcast signals that will alert local enforcement officials to the tampering. The signal would generally appear perfectly acceptable to the crew until a few hours after the ship left port.

Another way to secure a false transponder identification is for a member of the crew to carry out the alterations. The required tools can be stolen or purchased from a dishonest yard crewman; with these tools the skills Electronic-2 and Computer-1 can be applied to the attempt to change the signal. Or, if the tools are unavailable, an individual or individuals with Electronic-4, Computer-3, and Mechanical-1 can make the attempt. Tampering in this fashion may permanently damage the unit; to successfully make shipboard changes on a transponder, an 8+ must be thrown. Modifiers may be applied for individuals with higher than minimum expertise in electronics or computer. The referee may wish to grant other DMs based on less obvious factors; for example, a crewman may be deemed to have once worked in a shipyard, and thus may have familiarity with the transponder and how to work with it.

Lastly, there are some ports which cater to less-than-honest spacemen, where changes in transponders will be just another service (albeit a particularly expensive one). Such planets will be few and far between, and the referee should be careful in thinking out the consequences of introducing even one such world into the campaign. Generally, a low law level, a medium (Class C) starport, and a loose form of government will all be pre-requisites of such a planet. Other factors should also be considered.

The referee should set fees for installing or altering transponders, either legally or illegally, based on the needs of the campaign. The basic transponder will come installed on any ship when it is purchased; cost of programming and the like will be included in the purchase price of the ship. Other costs are up to the referee, but should be consistent with one another and with Traveller itself.

Aside from the transponder signal, ships arriving in a new star system should make regular contact with the nearest port as soon as possible after arriving. Signals sent to the port may be subject to a considerable time delay based on the distance between the ship and the planet. If, for instance, the ship is in the neighborhood of a distant gas giant, while the planet being contacted in one of the inner worlds of the system, the delay between sending and receiving messages could run to several hours each way. Referees should make note of this and limit the freedom of players to ask questions or indulge in extended conversation with the planet.

The first contact with the port will be, basically, a voice-and-image confirmation of the information being broadcast by the transponder. Starport control will reply with a routine acknowledgement, followed by an enumeration of special problems and conditions which may be of importance locally.

As an example, the system's policy on gas giant refueling would routinely be stated — and, should such wilderness refueling be prohibited, the ship could reasonabley expect to get into trouble with local naval forces if the prohibition was ignored. Other situations — reports on local piracy, bulletins concerning some ship wanted for smuggling or some other crime, natural hazards to be avoided — all are the province of the referee, and can be used to trigger new adventures within the star system.

Naturally, there will be a wide variance in the details of these procedures. Planets without their own navy, for instance, will most likely have little concern for policing the system, and thus will have little to say to incoming traffic. The same would be true in smaller (D or E) starports; also for low-tech planets where the starport represents some commmercial or military concern, rather than a public starport. For the most part, the factors discussed in this article will be of greatest concern in regions within the Imperium where trade is heavy and a certain degree of standardization can be expected; the Spinward Main would be a good example of this (see GDW's Adventure 3, Twilight's Peak).

Knowledge of these arrival procedures will be useful to the play of Traveller adventures and campaigns. As an example, an awareness of transponders, what they do and how they can be altered, will be of vital importance to group engaging in an illegal activity such as piracy or smuggling. And the referee should be able to find many ways of turning a standard, routine message from Starport Traffic Control into an excellent means of conveying general information, important clues, and possible lead-ins to new adventures.

How you choose to use this background is up to the needs of your campaign. But use it you should . . . for, by building on the basic information given here, a sense of realism can be added to the adventure while still servicing the referee's ultimate ends of passing on advice and data. It is rare that these can be combined — so take advantage of this chance . . . it will make all the difference.

PBM Traveller variant (Rules $1, Generation & Rules $2, Turns $2 basic, Suggested startup $10, $US for US/overseas). Contact: OGC-HP3, 2206 Daniel Street, Trail, BC, CANADA, V1R 4G9.

High Passage will accept advertisments of this type at the rate of $5.00 per line. They will be placed whenever there is space available.

# Star Class Armored Merchant

Wherever starships travel, there is always the possibility of encountering hostile vessels, whether it be pirates, unfriendly governments, naval patrols or even a war-time enemy. In situations where cargo must be carried under threat of attack, or where a valuable cargo is to be transproted, heavily armed trading ships are often called upon to accomplish the task. Generally, their main defense is a potent offensive capability combined with a fair amount of structural armor, providing a basis for the term "armored merchant," or less often, "armed merchant." These ships can be encountered almost anywhere in the Imperium, but more so in the frontier sectors.

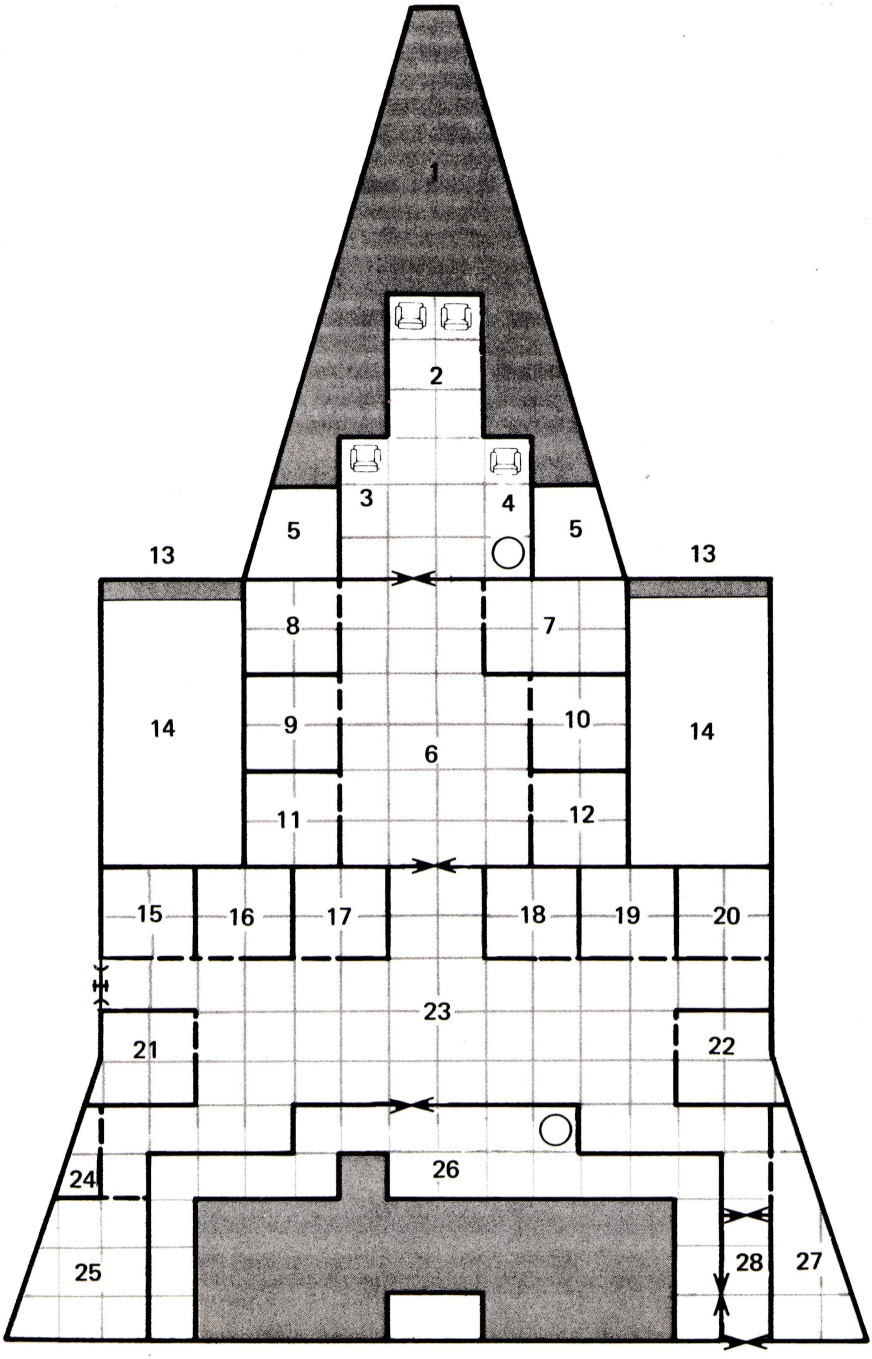
Because of the obvious applications for war-time use, e.g. transporting war material to forward units, the armored merchant is sometimes referred to as "merchant-o-war." In fact, many merchants-o-war are constructed in tonnages up to and exceeding 10,000 tons, with combat specifically in mind. For reasons of safety, smaller armored merchants often travel in fleets or convoys of may starships in time of war. A large merchant line may even form convoys during peacetime to almost completely eliminate the risk of pirate attack.

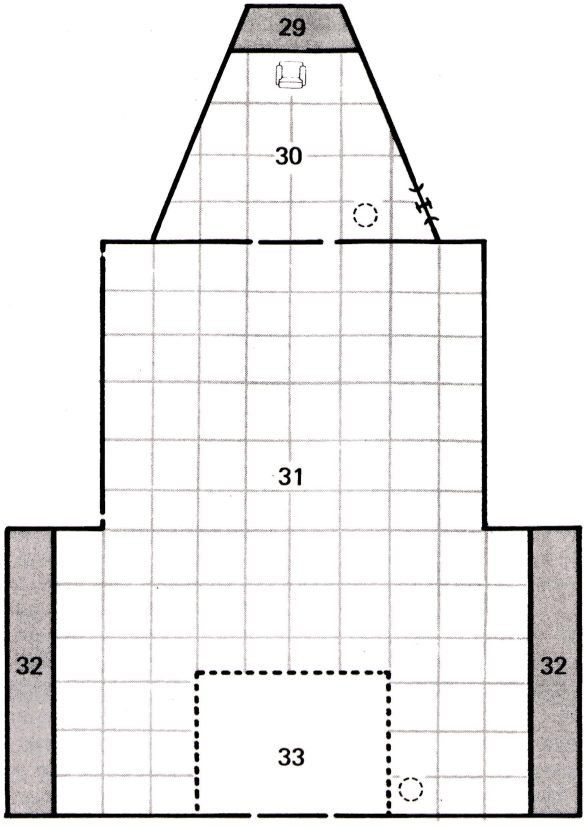
Armored Merchant (Type AA): Using a 300-ton flattened-cone hull (to provide better stabilization during atmospheric flight), the armored merchant is capable of jump-3 and 1G maneuver. Fuel tankage is 99 tons, providing unlimited maneuver and 100-day range. The ship has fuel scoops installed for skimming gas giants and a purification plant to refine the fuel. Both of these are mounted in two three-meter-tall pods, one port and one starboard of the main deck. The type AA armored merchant is 42 meters long, with a width of 27 meters tapering to 3 meters at the bow. A maximum height of 12 meters also tapers to 3 meters at the bow. Inertial compensators and an adjustable 0 to 2G floor field are installed. The bridge has a Model/2fib optic computer. There are three fire control stations for the ship's three turrents, of which two are on the bridge. The armored merchant has 13 staterooms, five of them reserved for the crew, although if no gunners are carried two more staterooms may be available for extra passengers. Ten low berths also carry passengers. The crew consist of a pilot/captain, a navigator, an engineer, a chief steward, a medic (who may also double as a steward), a cheif gunner, and two gunners, one of whom may double as a steward (instead of the medic). A standard Air/Raft is carried for ground transport duties, although it does have sub-orbital capability. The ship is streamlined. eliminating the need for any auxiliary vessels. Cargo capacity is 50 tons.

An armored merchant, typ AA, costs MCr 135.36, including discounts for volume production. The ship is a standard design, and the price includes armament.

Interior Details: The armored merchant has three decks, but the upper deck consists entirely of fuel and is therefore inaccessible. The bridge, all passenger and crew facilities, the drives and the fuel scoop/purification

# STAR CLASS ARMORED MERCHANT






Class: "Star" Class Armored Merchant.
Manufacturer: Diversified Dynamics Design and Shipyards.
TL: 15
Hull: 300-ton streamlined cone.
Jump Drive: J-3
Maneuver Drive: 1G constant acceleration.
Power Plant: Pn3; 4-week range with 9 tons of fuel.
Fuel Tankage: 99 tons; fuel scoops and purification plant installed.
Bridge: 20 tons basic controls and avionics.
Computer: Model 2fib.
Armor: 21 tons of structural reinforcement.
Weaponry: 3 hardpoints with 3 triple turrents installed;
6 beam lasers and 3 missile racks.
Ship's Vehicle: standard 4-ton Air/Raft.
Crew: 5 to 8; pilot, navigator, engineer, steward, medic plus 3 gunners.
Passengers: 8.
Low Berths: 10
Cargo Capacity: 50 tons.
Price: Total cost of "Star" = MCr170.892; total cost of subsequent ships in class = MCr135.36.
Construction Time: 56 weeks for "Star"; 45 weeks for all subsequent ships in class.

## 2nd EDITION HIGH GUARD STATISTICS

TYPE AA ARMORED MERCHANT

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| AA-8720 Pulsar | AA-32313B1-600000-40003-0 | | | | | MCr 135.36 | 300 tons |
| batteries bearing | | 2 | 1 | | | | Crew=8 |
| batteries | | 2 | 1 | | | | TL=15. |
| Passengers=8. | Low=10. | Cargo=50. | Fuel=99. | Ep=9. | Agility=1. | | Air/Raft=1. |

pods are located on the main deck. Below the main deck is the cargo deck, which contains the cargo, the low berths, the missile fire control/magazine and the Air/Raft.

The bridge (2) has access panels to the avionics (1) and the computer (5), and contains controls for a pilot, a navigator and two laser-turret gunners (3 & 4). Surrounding the pilot and navigator positions is a window that allows a view to every direction except the rear. The bridge has an iris valve in the deck that leads down to the missile magazine.

Immediately behind the bridge is the crew common area (6). Adjoining this area are the five crew staterooms (8 to 12) and the ship's sickbay (7). The pilot/captain is provided with a single-occupancy stateroom, while others in the crew may be allowed single-occupancy staterooms if fewer gunners or passengers are carried. To port and starboard of the crew area are the fuel scoops (13) and purification plant (14). These are directly connected to the fuel tankage above. Mounted atop the purification plant pods, on the ship's exterior, are the two triple-beam laser turrets, one port and one starboard.

Separated from the crew area by a bridge-controlled iris valve is the passenger lounge/mess area (23). Off of this area are the eight passenger staterooms (15 to 22). An emergency exit hatch is provided between staterooms 15 and 21. Near the galley (25) is the ship's armory (24). The ship's locker (27) is used to store vacc suits and miscellaneous survival equipment. The drive room (26) contains all the systems vital for the ship's operation, including jump and maneuver drives, power plant and life support machinery. Access to the ship's airlock (28) can be gained from inside the drive room, as well as access to the cargo deck below.

The cargo deck is the bottom-most deck on the armored merchant. The forward compartment (30) is used to store missiles and other ordinance to be fired by the triple missile-rack located directly below the fire controls (29). After the initial supply of nine missiles has been fired, the gunner must manually reload new missiles into the ready rack, In the missile magazine's storage racks, a total of 80 standard missiles may be stored safely. Provided in this area is an emergency escape hatch, and a ceiling iris valve that leads up to the bridge.

The cargo section (31) has three large sliding doors, all pressure tight. The door leading into the missile magazine is larger than most interior sliding doors, but was built to allow easy loading of missiles into the forwrd section. The large access door to the port side of the deck is used to load cargo through, onto the deck, and is curved to match the contour of the ship's hull. The rear door provides the Air/Raft (33) with a means of exit, in which case the entire cargo deck acts as an airlock, The low berths (32) are controlled from a wall panel directly in front of each section's entrance door.

Armament: Although the armament provided is almost always included at the time of construction, it may be changed to suit the needs of the individual owner. However, any weapons already provided must be sold as used merchandise and the owner must pay the full cost of any new weaponry installed.

Peculiarities: The armored merchant is designed to be secure from interior as well as exterior threats. For this reason, the vital sections of the ship are separated from the passenger sections, with access restricted to all but the loyal crew.

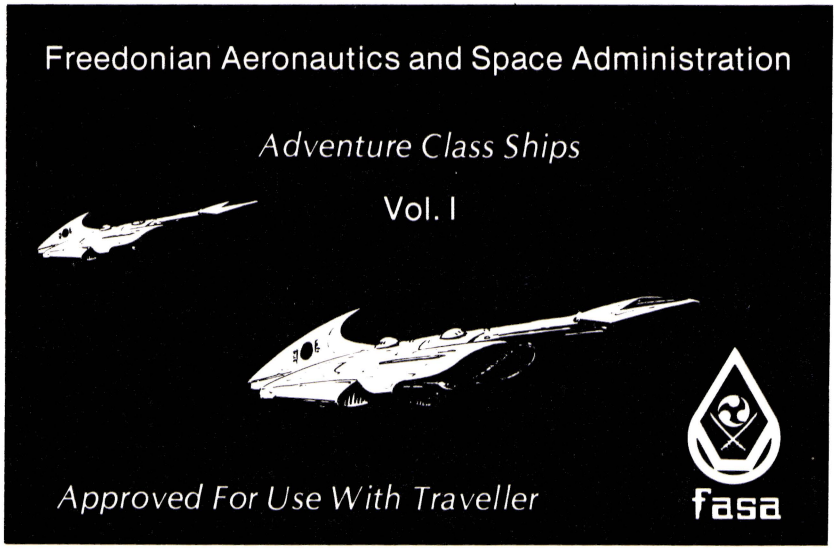
Costs and Revenues: Monthly payment for an armored merchant amounts to Cr564,000 if the ship was purchased using standard bank financ-

ing. Assuming that a jump is made every two weeks, monthly expenses for life support, maintenance, crew salaries and berthing fees total Cr102,880. Fuel may be obtained from a gas giant or an ocean and refined using the purification plant. If unrefined fuel must be purchased, another Cr19,800 would be added to each month's overhead. Assuming the ship has a full manifest of low and middle passengers and a full load of cargo every jump, the ship could only gross Cr248,000 each month. To overcome this deficit, the captain must turn to other sources of revenue.

During a war, all ship's expenses would be paid by the government using its services, plus they would probably pay a bonus of approximately Cr15,000 per month. Transport of illegal, stolen or dangerous materials, as well as transport to dangerous or restricted ares, during peacetime could bring in up to five times the standard fees. Usually, though, captains resort to trade and speculation to make a profit when other opportunities do not arise.

Variants: The most notable variant of the armored merchant is a more specialized merchant-o-war version. Dual fusion guns replace the triple laser turrets while the triple missile launcher remains intact. The Model/2fib computer is replaced by a Model/3fib, with the resultant energy load reducing the ship's agility to zero. The passenger staterooms and common area are converted to 35 tons of more cargo space. The shop may also have the maneuver drives increased to 2G's although extra fuel tankage would be necessary. A black globe may also be installed if one were available and conditions or cargo warranted its use. This variant armored merchant is commonly used in the squadron supply role.

Naming: Early ships in the Star Class Armored Merchant took on the names of different types of stars, such as Quasar, Pulsar, Neutron, Red Giant, and White Dwarf. Later ships in the class are named after actual stars.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$9.00 60680-6930

# Long Range Thruster System

The long range thruster system (LRTS) was designed to give its wearer maximum protection and support while conducting deep-space missions of long duration. It increases range and maneuverability while decreasing dependence on supporting spacecraft. The LRTS is composed of three basic components, each of which are bought seperately, but are intended to function as a whole.

Improved Hard Suit: This suit is, in essence, an extension of modern combat armor and incorporates all features described for that armor type in Book 4: Mercenary. Chameleon configuration is standard, and several new pieces of equipment have been added.

The helmet has undergone numerous modifications, including the installation of a strong lamp capable of projecting a beam of light 15m outward in an expanding cone. A standard medium range communicator is also supplied, and is connected to an external speaker and microphone in order to allow communication with unequipped personnel without having to remove the helmet. A flexible tube in the helmet's chin connects to a single day's rations in the suit, allowing the wearer to eat or drink without breaking the suit's pressure seal.

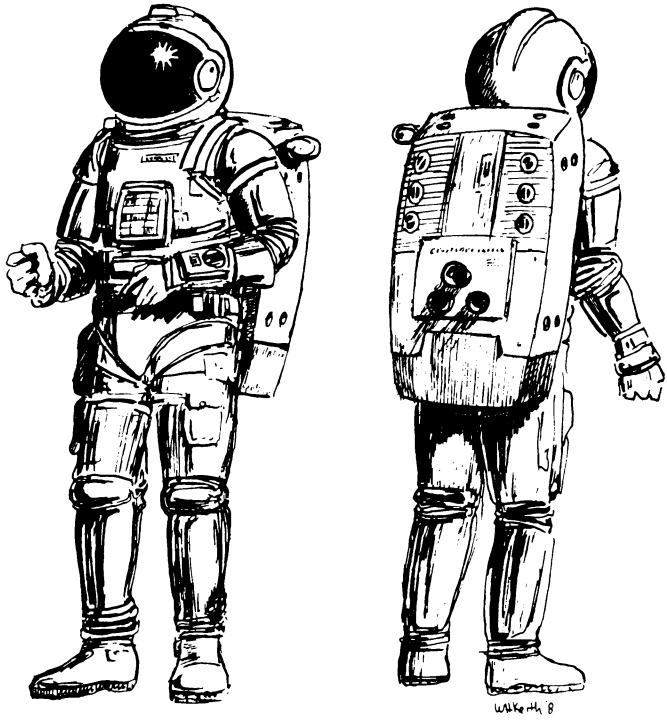
The faceplate is a swing-open type visor, with mountings for vision enhancement gear, and functions as a head-up display when in the closed position. The display unit contains a micro-comuter which has the ability to store a limited amount of information. It can display maps, photographs, or worded information on the inside of the visor with indicators for keeping track of troop movements, known enemy positions, ship locations, etc. Vital siut functions can be displayed at any time, and warning signals will automatically flash on when oxygen starts running low or a system malfunctions. These warnings are accompanied by a steady electronic tone from the helmet speakers to awaken a sleeping occupant.

On the left forearm, just above the wrist, is an inertial locator and a chronometer. The suit's controls are contained in a compact, recessed panel, which was designed with ease of use in mind, located on the suit's chest plate. Below the suit's control panel is an emergency patch kit which contains four tubes of a gelatinous sealing material. This sealant is spread over a puncture and will harden approximately 10 seconds after it comes in contact with oxygen, specifically that found in the suit's interior atmosphere. Each tube is capable of patching an area 16cm X 16cm.

In the back of the suit is a single, self-contained thruster which can execute a single burn 15 seconds long in duration, providing 1G acceleration. Once fired, however, there is little means of altering course. Located just beneath the thruster are the plug-in connections to attach the long range thruster pack (LRTP) and the extended life support system (ELSS).

| | | |
|---|---|---|
| 40 Kg. | TL 12 | Cr 28,000 |

# IN TRANSIT



Long Range Thruster Pack: This piece of equipment is totally enclosed backpack which plugs into the back of the improved hard suit to improve the system's overall performance. All thruster pack functions are controlled through the suit's control panel.

The LRTP consists of three high-power thruster units capable of delivering 2G acceleration, and numerous control rockets to give a high degree of maneuverability. They operate on standard starship fuel, and can be used vigorously for 48 hours before refueling.

An additional two day's rations of food and water are provided, and are transferred to the helmet through one of the plug-in connectors. Also standard is a long range communicator and equipment to anchor oneself to any solid object. Provisions are made to attach several common work tools to the outside of the pack.

38 Kg. TL 12 Cr 14,000

Extended Life Support System: The extended life support system, or ELSS, is another self-contained module that plugs into the back of the improved hard suit and is operated from the suit's control panel. The system has a single, well-protected oxygen tank hooked up to a recycler which will provide clean air to breathe for 48 hours. After 48 hours of use, the air quality deteriorates rapidly, becoming totally unbreathable in a matter of hours. Flushing the tank and cleaning the system's filter after every 40 hours of use should prevent any mishap under normal conditions.

18 Kg. TL 12 Cr 8,000

# Manta Class—Escort Fighter

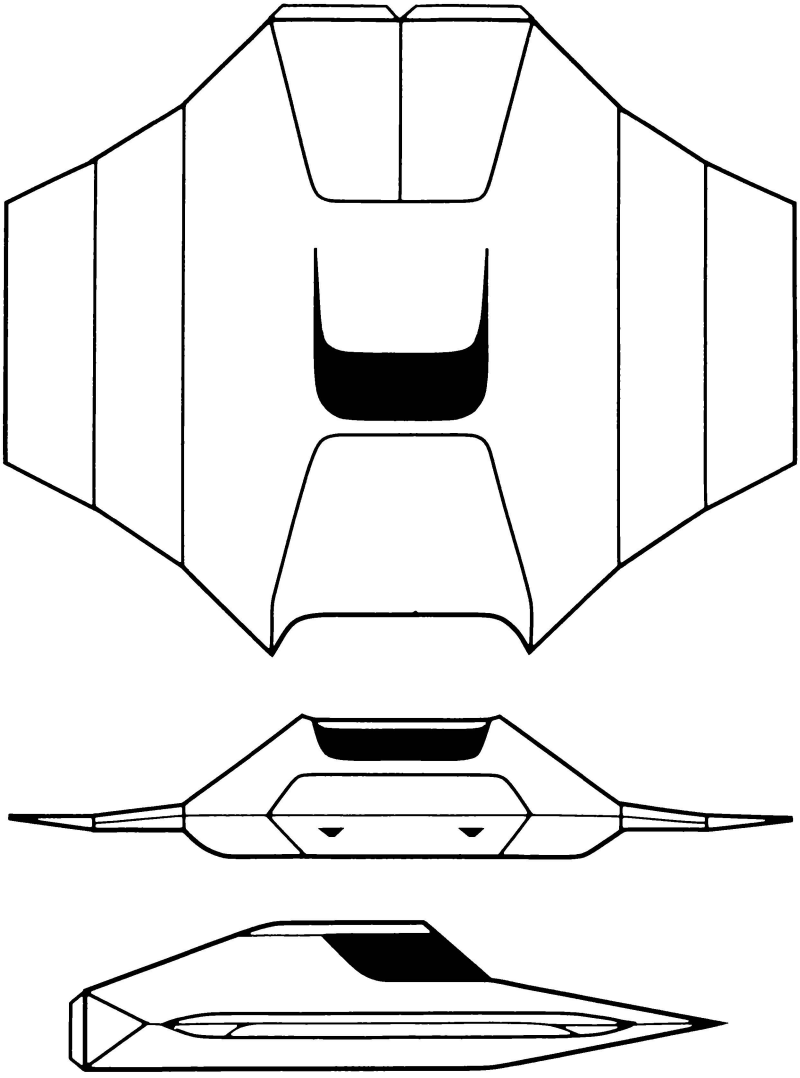
All original designs and prototypes were produced by STARKRAFT DESIGNS, INC. a division of STARKWELL INTERSTELLAR ENTERPRISES' LIC. It was submitted to the imperial navy for consideration. Although it performed excellently, the navy rejected it as a standard close-support fighter, due to its high cost and irregular shape (it couldn't fit into the STANDARD IMPERIAL LAUNCH TUBES). However, with slight modifications, the navy decided to use it as a HIGH-ACCELERATION ESCORT FIGHTER to provide fighter escort for cargo/personnel transport mission and medium range small-craft interception missions. It is also widely used as a PLANETARY-DEFENSE and PATROL FIGHTER.

Tonnage: 10 tons/Streamlined
Dimensions: 7.5m x 9m x 1.75m
Armament: Tannhauser dual beam laser in forward firing fixed mounts.
Special Features: Hull armored, wing segments collapse for longterm storage.

Manta Class EF-0106SR1-300000-30000-0 MCr 16.235 Tons 10
batteries 1
Crew=1 Passengers = 0 Fuel = 2.6 EP = 2.6 Agility = 6 TL = 15

# IN TRANSIT

# Manta Class — Escort Fighter




# IN TRANSIT

# Marc Miller Interview

**Jim Cunningham:** It's been several months since we last interviewed you, and a lot has happened in Traveller. For starters, we'd like to talk about the Phoenix Project in Invasion Earth. Why was it announced so soon and not build up like the Fifth Frontier War?

**Marc Miller:** I wanted to give some background, as much as I could to anyone interested in what's going on in the Solomani Rim. Frankly, although we have Invasion Earth as a historical game of what happened a hundred years ago in the Traveller universe, the Solomani Rim is not going to be a war-torn area. For people interested in wars, the Spinward Marches has one. The Solomani Rim, which will be opening up in the course of the next year, complete with a supplement like Spinward Marches for the Solomani Rim. We'll have a lot of covert activity I expect, but not any specific war going on. There will be no second Solomani Rim War for years to come at least.

**JC:** What about Book 6? Have you decided what that's going to be yet?

**MM:** We don't have enough of a rigid plan that we can say now what all the books are going to be. We've toyed with the idea about doing aliens, I think you've probably seen the aliens handout, and some of the other work we've done on aliens, such as the Contact articles in the Journal. We would like to do Book 6 as a book on aliens, however, it doesn't look like we could do justice to it even in a 56 page booklet, which means that we have to think of some other way of doing it. Even the rudimentary stuff that we've put out in the aliens handout goes close to 24 pages if it were in a booklet format. Instead we're considering doing aliens in a bound book, In the course of the next year, we're going to be producing Traveller in 8½ x 11 hardbound books. One book would be the basic rules, Books 1,2, and 3, plus some subordinate information, some background material, and probably the equivilent of two adventures and a double adventure, so that everybody could sit down and play with that book tonight.

Other bound books in the series would include one centering on Mercenary, with mercenary adventures, probably a troop unit. Another bound book would be High Guard, it would concentrate on building fleets and fleet actions. Another one we'd like to do would be a galactic encyclopedia which would be a nice long book with library data in it.

I think that is the place, with 120 pages, we'd be able to do justice to the major races, complete with character generation and all kinds of information.

Getting back to your original question, an alternative to Book 6 Aliens would be Book 6: The Imperial Interstellar Scout Service. At the moment, that looks like where that would go. It will be a scout based book. I have said in my seminars and I continue to say that if I have any choice, I would like to have that book not contain any character generation. It would concentrate on what scouts do and on how star systems are generated, a lot of material like that. Also, there would be a separate, solitare adventure, with a new system of character generation which would actually take

characters through the adventure in the course of developing the character.
**JC:** Scouts seem to be the most popular characters from what I've seen.
**MM:** Yes, they are very popular. Along that line we are producing, or planning to produce, probably in Journal 12, a pull-out center section with expanded character generation for the merchants. I think that will provide a lot of interesting material for merchants with a more detailed Mercenary/ High Guard type character generation system, including a couple of new skills.
**JC:** Aside from Striker, what's down the road for additional Traveller games?
**MM:** Well, Striker is just coming out, and down the road from that we don't have anything specifically that I can talk about or that we've announced yet.
**JC:** What's a typical day like for you? Do you just type Traveller material for 8 hours a day?
**MM:** No, it's not typing 8 hours a day. I get into the office, I check my mail, I look over what my schedule on my calender says, I figure out what appointments and what meetings I have to go to, and then I try to put the rest of my time into typing 8 hours a day. What I usually end up doing is putting two or three hours into Traveller approved material. Reviewing manuscripts, consulting with people who are doing Traveller stuff, and sometimes writing articles for magazines myself. The rest of the day, some of it I spend on the computer doing computer programming, for Traveller games or to check on some of the work I'm doing, some of it I spend doing the actual writing of material or thinking it out or working out what I want it to be and consulting with other people. It adds up that it's not an eight hour day, it's more like an 11 or 12 hour day.

For example, I had committed to doing an adventure for Adventure Gaming magazine. I had several thoughts on what I wanted to do, but it turned out that none of them seemed especially viable. So, I woke up on Saturday morning and went to the office. As I was driving in I had a flash of an idea that I had wanted to do some time ago and had never been able to. So I sat down and looked at my notes that I had on that particular subject and saw indeed that they could work, and spent the entire morning trying to fit it into a location in the Spinward Marches that I already knew about, and then spent all the rest of the day Saturday typing up the manuscript on into Sunday. It took me 4 days of straight work to get what amounts to half a double adventure done and then shipped out to Adventure Gaming Magazine, who are publishing it in an upcoming issue.
**JC:** Do your ever get tired of Traveller? I mean, it's been almost five years since the game came out and you were undoubtedly working on it long before that.
**MM:** I'm always careful to point out to people that I was a historical game designer long before I started doing science fiction games. Indeed, I think that's one of the stregths of Traveller is that it plays more like a historical game than a science fiction game. There's a lot of reality to it. It seems to simulate things that people really feel.

Sometimes I get tired of parts of Traveller. But when I get tired of a specific part there's always another part I can work on instead. I know I've gotten tired of generating subsectors, so I turn around and do some work on character generation. When I'm tired of that I turn around and do some work on the history of the universe. There's a lot for me to do.
**JC:** The history of the universe itself would take a fair amount of time.
**MM:** Right.

**JC:** Adventure 8, Secret of the Ancients, how significant will that be? Will it change the outlook of the Imperium on something or will it just be a note of interest?

**MM:** It won't change anybody's outlook. It is a secret and people will discover it, but it won't change the Traveller universe in terms of how the universe works. It will clear up a lot of information on why there are lots of ancient sites around, and that when they're found, they all seem to be different. It is as if they were built by different people, and/or different races. We have an explanation on why the ancients are no longer around and we've known for a long time, but nobody else has.

**JC:** I take it that the city on Victoria is an ancient site?

**MM:** You mean on Albert. Yes, it is.

**JC:** When is the Solomani Rim coming out? Have you set a publishing date?

**MM:** We haven't set a publishing date, but I was just reviewing the final map last night (Dec.8) and I was approving the final drawings and final locations. Now it's a question of getting it through the art and typesetting departments. So, I expect, with the lead time we have, some time in the next six months.

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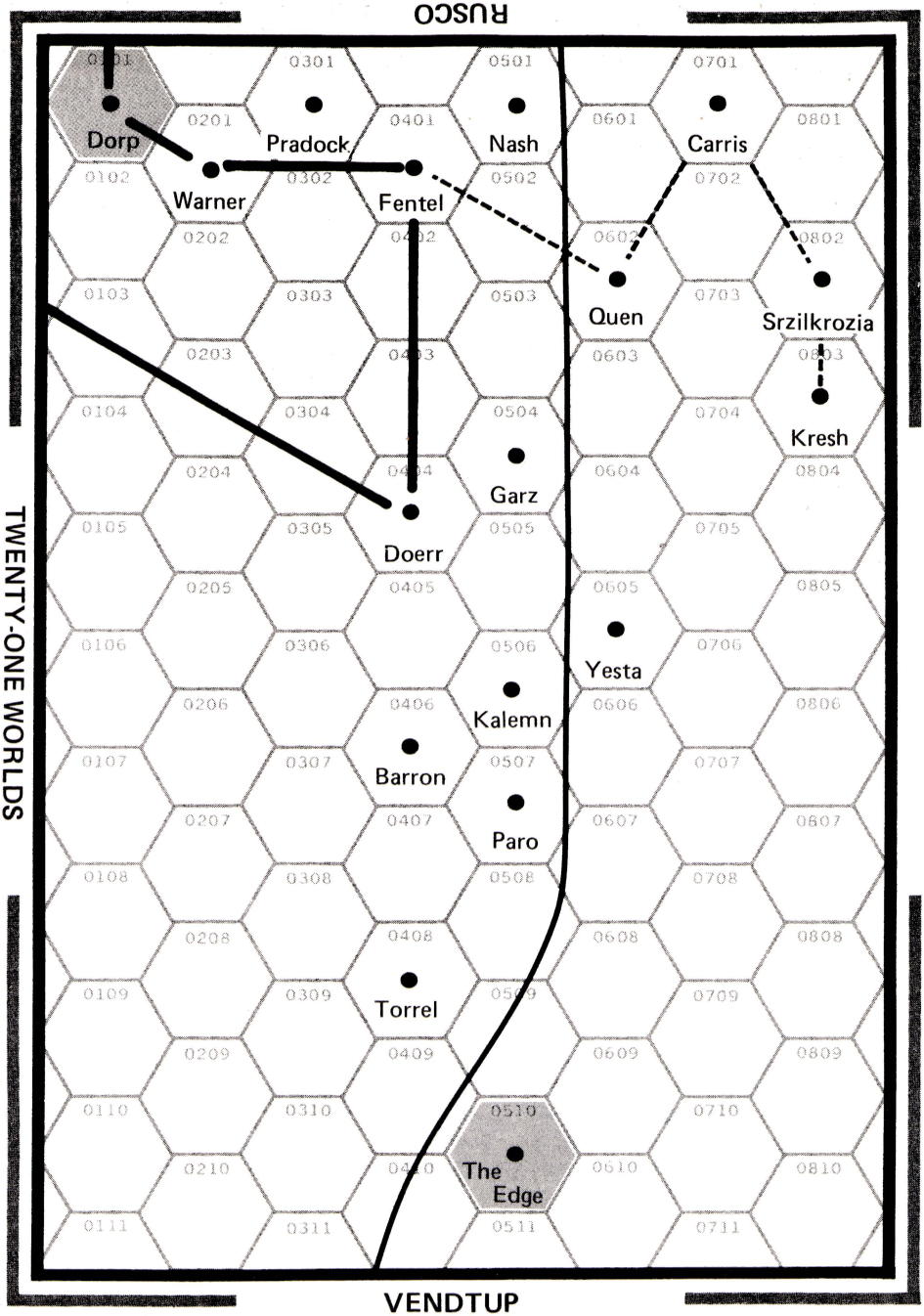
# Ile Subsector

| NAME | STATISTICS | | | REMARKS | |
|---|---|---|---|---|---|
| Dorp | 0101 B 433100 | 9 | N | Non-industrial, poor | R G |
| Warner | 0201 A 564655 | 8 | N | | G |
| Pradock | 0301 E 567762 | 5 | | Agricultural, rich | G |
| Fentel | 0401 C A78622 | 7 | S | Agricultural, non-industrial | G |
| Doerr | 0404 B 1108AA | 9 | | Non-agricultural | G |
| Barron | 0406 B 300477 | 8 | 2 | Non-industrial | G |
| Torrel | 0408 C 357A95 | B | 2 | Subsector Capital | G |
| Nash | 0501 D 122959 | A | N | Non-agricultural, industrial | G |
| Garz | 0504 B 8A6358 | D | | Non-industrial | G |
| Kalemn | 0506 B 453543 | 8 | N | Non-industrial, poor | G |
| Paro | 0507 D 9CA613 | 9 | S | Non-industrial | G |
| Quen | 0602 C 566366 | 5 | | Non-industrial | G |
| Yesta | 0605 A 35759C | C | | Agricultural, non-industrial | G |
| Carris | 0701 C 9A6200 | 8 | S | Non-industrial | G |
| Srzilkrozia | 0802 E 653754 | 7 | | Poor | G |
| Kresh | 0803 B 641000 | 8 | 2 | Non-industrial, poor | G |

The Ile subsector contains 16 worlds with a total population of 111.3 billion. The highest population level is A at Torrel; the highest tech level is D at Garz.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Dorp
Pradock
Nash
Carris
Warner
Fentel
Quen
Srzilkrozia
Kresh
Garz
Doerr
Yesta
Kalemn
Barron
Paro
Torrel
The Edge

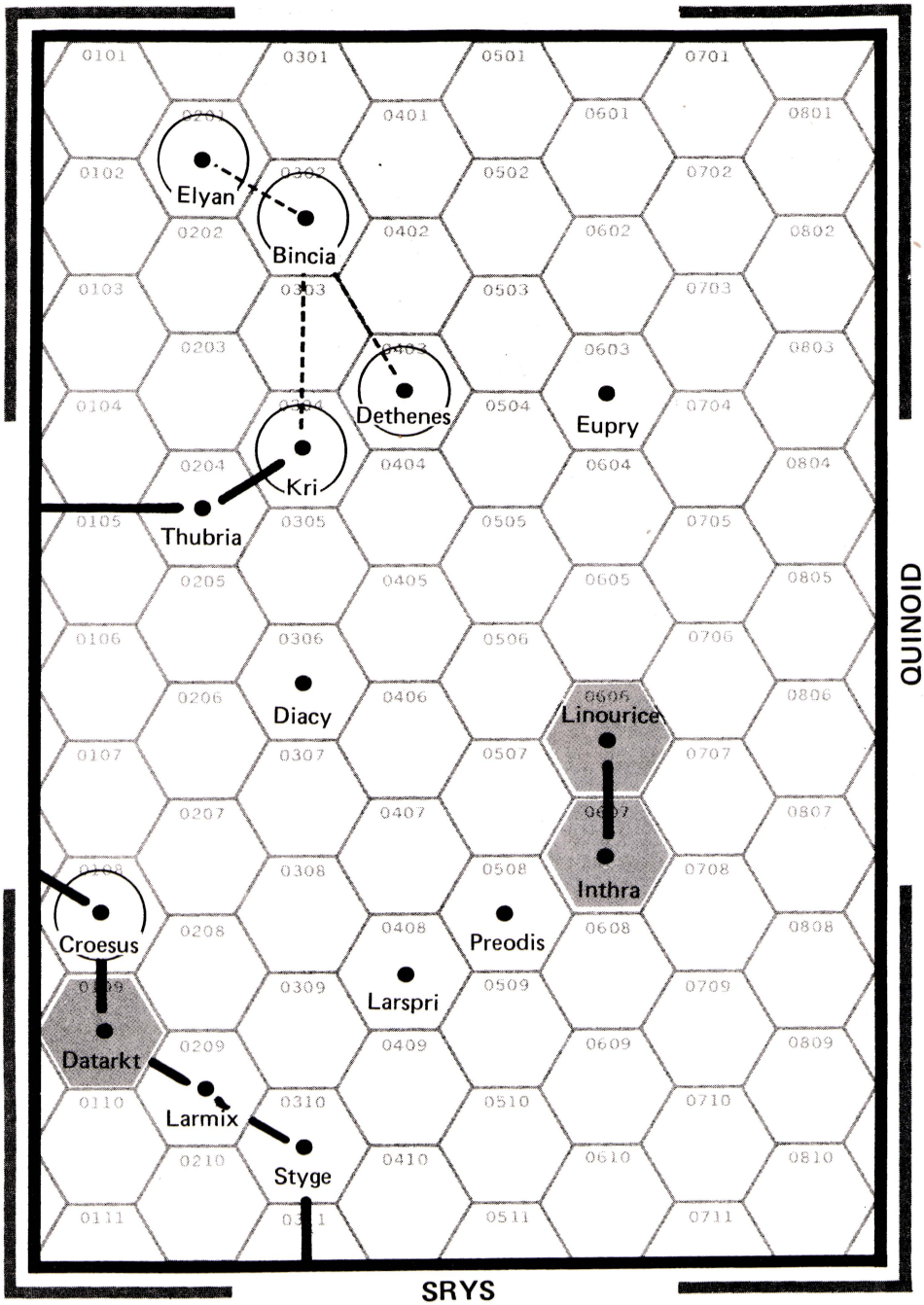
# Dethenes Subsector

| NAME | STATISTICS | | | REMARKS | | |
|---|---|---|---|---|---|---|
| Croesus | 0108 C 230675 | 9 | SM | Desert, non-Ag, non-Ind<br>Poor | A | G |
| | (84-A; 41-A; 98-9; 45-9; B9-8; B8-8; 34-8; 99-6) | | | | | |
| Datarkt | 0109 C 433AD9 | 7 | | Non-agricultural, poor | R | G |
| Elyan @ | 0201 B 752855 | B | NS | Poor | A | G |
| Thubria | 0204 C 112234 | B | S | Subsector Capital, non-ind | | |
| Larmix | 0209 C 787878<br>(89-6; 97-4) | 5 | S | Agricultural, rich | | G |
| Bincia @ | 0302 B 598652 | 9 | NS | Agricultural, non-industrial | A | G |
| Kri @ | 0304 B 646459 | C | | Non-industrial | A | G |
| Diacy | 0306 E 667A74<br>(50-9; 89-9) | 9 | M | Rich | | G |
| Styge | 0310 D 655699 | 6 | | Agricultural, non-industrial | | G |
| Dethenes @ | 0403 A A89A44 | G | M | Dethenes Tech. Alliance<br>Capital | | A |
| Larspri | 0408 X 1B1000 | 0 | | Barren, non-industrial | | |
| Preodis | 0508 E 341856 | 6 | | Poor | | G |
| Eupry | 0603 C 4448B6 | 6 | | | | G |
| Linourice | 0606 C 521321 | 9 | S | non-Ag, non-Ind, poor<br>Imperial Research Station<br>Imperial Prison | R | G |
| Inthra | 0607 C 422AD9 | 9 | MS | Non-Ag, non-Ind, poor | R | G |

The Dethenes subsector contains 15 worlds, with a total population of 40.403 billion. The highest population is A, at Dethenes, Diacy, Inthra, and Datarkt. The highest tech level is G at Dethenes. This subsector is part of what is now considered the Old Expanses, and is located rimward-trailing from the galactic center.

All symbols are "Spinward Marches" standard, except for:

1) Balkanized worlds have the individual countries government type, law level, and technology listed in parenthesis below. The average law level and tech level is listed for the planet. 2) "M" indicates a planetary navy station base present. 3) "@" indicates the planet is a member of the Dethenes Technical Alliance. 4) Solid black lines between worlds indicate standard jump routes. Dotted lines are local standard jump routes. Xboats follow the standard Imperial routes.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Dethenes
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Eupry
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Kri
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0706
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Croesus
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Preodis
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Datarkt
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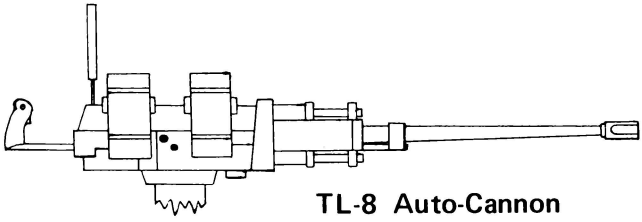
QUINOID
SRYS

# Support Weapons

In this issue, The Armory focuses on infantry support weapons. Many of the weapons covered here are used extensively at the squad level. They have all been taken from Book 4 : *Mercenary*, where their exect dimensions, weights, and methods of operation are described in detail. They are meant to provide increased firepower to the footsoldier in the form of either man-portable or vehicle-mounted systems.

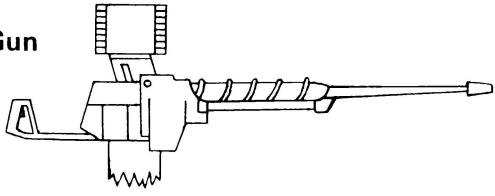
These illustrations are true to the descriptions in Book 4 and represent the most widely used models. Appearances may vary from time to time depending on the manufacturer, but will conform to these general outlines. The drawings are to no specific scale, only being intended to help familiarize Travellers with the equipment available to them.

The next installments of the Armory will be introducing new weapon types designed for their usefullness and playability. They all will be illustrated and accompanied by complete descriptions, including all necesary information, such as combat tables, skill requirements, and maintenance considerations. They will give both the referee and his players a wider range of options during the course of their adventuring.



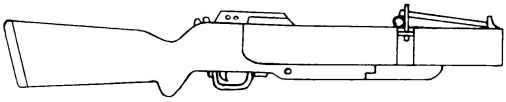
**TL-8 Auto-Cannon**

**TL-10 VRF Gauss Gun**

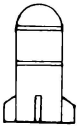


# THE ARMORY

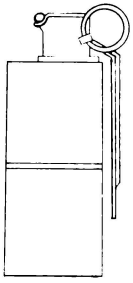
# Support Weapons



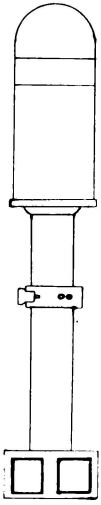
TL-7 Early Grenade Launcher



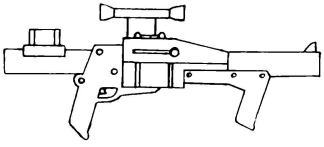
TL-8 RAM Grenade



TL-7 Hand Grenade

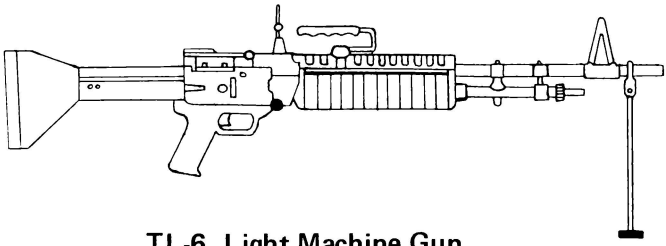


TL-7 Rifle Grenade

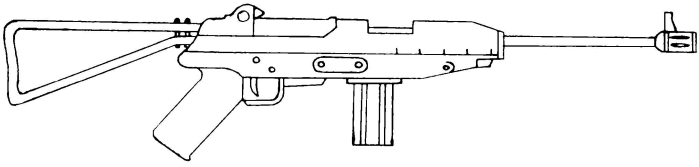


TL-8 RAM Grenade Launcher

# THE ARMORY



TL-6 Light Machine Gun



TL-8 Light Assault Gun